RACTER For Oungeons and Oragons 4th Edicion PLAYER NAME David **CHARACTER NAME** Bworf **DEITY** Moradin ALIGNMENT Good RACE Dwarf **AGE** 50 **GENDER** Male SIZE Medium **HEIGHT** 4'6" Weight 200 18,590 NEEDED EXPERIENCE **CLASS** Fighter PARAGON Iron Vanguard EPIC DESTINY Level 9 20,500 Iniciative CONDITIONS ABILITY SCORES 19 4 8 STR 19 7 4 5 -1 1 20 5 9 CON 20 Oefenses Resistance AC 17 DEX 28 = 14 + 8 + 3 2 1 +1 vs Large 14 Misc INT 6 14 FORTITUDE 2 = 14 5 17 WIS REFLEX 3 +1 vs Large 14 CHA WILL 3 14 Saving Throw 1 DIC POINCS ACTION DOINTS Max HP DAMAGE ADD. EFFECTS WHILE BLOODIED +5 vs Poison PASSIVE PERCEPTION 0 0 82 82 ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS SECOND WIND (1/ENCOUNTER) 41 Темр НР BLOODIEI (1/2 HP) Accacks & Dowers WEAPON OR POWER PROPERTIES (HIGH CRIT, MAGICAL EFFECTS, ETC.) DAMAGE DICE Sporehammer Warhammer Basic Attack Str AC 16 4 4 1 2 2 3 1d10 4 2 5 Throwing Hammers 3 8 2 2 Basic Attack Dex AC 1 2 1d6 0 0 4 0 4 4 0 4 Skills **LEACS EQUIPMENT** AT-WILL POWERS WEIGHT LOCATION OTY SKILL NAME Misc ABILITY Armor: All Cleave Throwing Hammers ACROBATICS Dex 7 2 Weapons: Simple & Military Reaping Strike Standard Adventurer's Kit Melee & Ranged Int 2 6 Dwarven Weapon Training +2 ATHLETICS STR × 8 Hammers/Axes BLUFF Dodge Giants +1 AC/Ref vs Сна 8 2 6 Large DIPLOMACY CHA 6 2 Jack of All Trades DUNGEONEERING Wis 7 4 Training Heals Improved Initiative ENDURANCE Con 9 7 х HEAL Wis HISTORY Int 6 2 RACIAL FEATURES Encounter Powers 2 7 INSIGHT Wis Covering Attack Dwarf х INTIMIDATE Сна 6 Cast Iron Stomach +5 vs poison Crushing Blow Dwarven Resilience - second NATURE Wis 7 2 Come ang Get It Unbreakable wind as a minor action 7 2 PERCEPTION Wis Encumbered Speed - move at 2 RELIGION 8 6 Int normal speed despite burden 9 7 2 Stand Your Ground - move one DEX STEALTH square less than an attack states, 8 2 STREETWISE 6 CHA save vs falling prone Low Light Vision 7 2 THIEVERY DEX ANGUAGES CLass/Dath/Desting Common, Dwarven TOTAL WEIGHT Fighter Ocher Valuables Wealth Martial, Defender Dizzying Blow Combat Challenge Thicket of Blades ASTRAL DIAMOND Marked foe, -2 against anyone Boundless Endurance but you & adjacent foe that shifts 50 pp PLATINUM PIECES or attacks not you, you can attack GOLD PIECES 392 gp as an immediate interrupt Combat Superiority: SILVER PIECES Opportunity attack +Wis to hit COPPER PIECES Fighter Weapon Talent: +1 to hit for one handed weapon

GEMS/JEWELRY*

MAGICAL ITEMS Eor Oungeons and Oragons 4th Edici



Magical Items					.90				
ITEM NAME	QTY	WEIGHT	LOCATION	V	ALUE	Level	DESCRIPTION		
Sporehammer Warhammer							+3 to hit/damage, addl	Spore Burst E	Effect: range 3, +6 vs Fort 1d10+3 necrotic dam
Magic Sword							+1 to hit/damage		
Dwarven Chain Mail	_			-			+4 AC, +4 Endurance		
Ring of Undead Appearance				-			creates the illusion of	appearing und	ead
Ring - Speak to Animals				-					
	-			-					
	-		_	-					
	-			-					
	-			-					
	-			-		-			
	-			-					
	-			-					
	-			-					
				-		_			
	-			-					
				_					
				Т					
DOZIONC -									
Potions									
POTION NAME	QTY	Locatio	n Valu	JE]	LEVEL]	DESCRIPTI	ION		
	1			+					
				-	-				
				_					
n									
RICUAL SCROLLS									
RITUAL NAME	QTY	LEVEL	TIME	DUF	RATION	Сомр Со		VALUE	EFFECT
	-	-					Arcana Arcana		
	1	 					Arcana		
							Arcana		
							Arcana		-
							Arcana		
							Arcana		
							Arcana		
							Arcana		
							Arcana		
							Arcana		
							Arcana		
							Arcana		
							Arcana		
							Arcana		
							Arcana		
							Arcana		
							Arcana		
							Arcana		
							Arcana		
Muscll weeks	nc -								
Miscellaneous Iteo		Local	X7		Des				
ITEM NAME	QTY	Locatio	n Valu	JE I	DESCRIP	TION			
			_						

Dungeons and Oragons 4th Edicion Campaign Bworf Player's Name David DEFENSE LEVEL ATTACK ATTACK DEFENSE LEVEL POWER NAME Reaping Strike Power Name Cleave Str vs AC Str vs AC 1 Weapon Martial N/A N/A Weapon Fighter Martial N/A N/A Fighter Standard Melee Weapon 1 creature Standard Melee Weapon 1creature RESULT You hit one enemy then cleave into another. You punctuate your attacks with wicked jabs. 1[W]+Str and an adjacent enemry takes damage of Str modifier 1[W]+Str Miss: half Str modifier damage PHB 77 PHB 77 DEFENSE LEVEL DEFENSE LEVEL Power Name POWER NAME N/A N/A N/A N/A N/A N/A N/A N/A Melee Weapon Standard Melee Weapon Standard RESULT RESULT DEFENSE LEVEL POWER NAME POWER NAME N/A N/A N/A N/A N/A N/A N/A N/A Standard Melee Weapon Standard Melee Weapon RESULT POWER NAME POWER NAME N/A N/A N/A N/A N/A N/A N/A N/A Melee Weapon Melee Weapon Standard Standard RESULT RESULT POWER NAME POWER NAME N/A N/A N/A N/A N/A N/A N/A N/A Melee Weapon Melee Weapon Standard Standard

Dungeons and Oragons 4th Edicion Bworf Campaign Dlayer's Name David ATTACK DEFENSE LEVEL ATTACK DEFENSE POWER NAME Crushing Blow POWER NAME Covering Attack vs AC Str vs Ref Str 1 3 Martial N/A N/A Weapon Fighter Martial N/A N/A Weapon Fighter Standard Melee Weapon 1 creature Standard Melee Weapon 1 creature You launch a dizzying barrage of thrusts, allowing an ally to retreat. You wind up and deliver a devastating blow. 2[W] + Str modifier damage, and an ally adjacent to the target can shift 2 squares 2[W] + Str modifier damage If you're wielding an aze, hammer of mace, gain damage equal to Con modifier PHB 78 PHB 79 DEFENSE Power Name Unbreakable POWER NAME Come & Get It vs AC Str 6 N/A N/A N/A N/A N/A N/A N/A Fighter Martial Fighter Close Burst [3] Immed. Reaction Standard Each enemy in burst Personal RESULT You call your opponents toward you and deliver a blow they will never forget. You steel yourself against a brutal attack. Each target must shift 2 and end adjacent to you. You then attack any targets that If you are hit bay an attack, reduce the damage by 5 + Con modifier. are adjacent to you. PHB 80 1[W] + Str modifier damage PHB 80 DEFENSE DEFENSE LEVEL POWER NAME POWER NAME N/A N/A N/A N/A N/A N/A N/A N/A Standard Melee Weapon Standard Melee Weapon RESULT RESULT DEFENSE POWER NAME POWER NAME N/A N/A N/A N/A N/A N/A N/A N/A Standard Melee Weapon Standard Melee Weapon RESULT RESULT POWER NAME POWER NAME N/A N/A N/A N/A N/A N/A N/A N/A Melee Weapon Standard Melee Weapon Standard RESULT

DAILY POWERS For Oungeons and Oragons 4th Edicion



POWER NAME POWER SOURCE Martial N/A N/A N/A Weapon RANGE Standard Melee Weapon RESULT You shatter armor and bone with a ringing blow. 3[W] + Str modifier damage PHB 78 POWER NAME Thicket of Blades POWER SOURCE Martial N/A RESULT POWER SOURCE DAMAGE TYPE Reliable Weapon RANGE Standard Close Burst [1] RESULT You sting and hinder nearby foes with a savage flurry of		POWER NAME Dizzying Blow Power Source Damage Type Effect Type Accessories Prerequisite/Requirement Martial N/A N/A N/A Weapon Fighter Target Standard Melee Weapon Result You crack your foe upside the head 3[W] + Str and the target is immobilized (save ends). PHB 79 Power Name Boundless Endurance Power Source Damage Type Effect Type Accessories Prerequisite/Requirement Martial N/A Healing N/A Fighter Accion Range Target You shake off the worst of your wounds.
Martial N/A N/A Weapon ACTION RANGE Standard Melee Weapon RESULT You shatter armor and bone with a ringing blow. 3[W] + Str modifier damage PHB 78 POWER NAME Thicket of Blades POWER Source DAMAGE Type EFFECT Type Accessories Martial N/A Reliable Weapon ACTION RANGE Standard Close Burst [1]	Fighter TARGET 1 creature ATTACK DEFENSE LEVEL Str vs AC 9 PREREQUISITE/REQUIREMENT Fighter TARGET Each enemy in burst strikes aimed at their legs.	Martial N/A N/A Weapon Fighter Standard Melee Weapon 1 creature RESULT You crack your foe upside the head 3[W] + Str and the target is immobilized (save ends). PHB 79 POWER NAME Boundless Endurance Power Source Damage Type Effect Type Accessories Prerequisite/Requirement Martial N/A Healing N/A Fighter Action Range Target Minor Personal RESULT
POWER NAME Thicket of Blades Power Source Damage Type Effect Type Accessories Martial N/A Reliable Weapon Action Range Standard Close Burst [1]	Str vs AC 9 PREREQUISITE/REQUIREMENT Fighter TARGET Each enemy in burst strikes aimed at their legs.	POWER NAME Boundless Endurance Power Source Damage Type Effect Type Accessories Prerequisite/Requirement Martial N/A Healing N/A Fighter Action Range Target Minor Personal RESULT
POWER SOURCE DAMAGE TYPE EFFECT TYPE ACCESSORIES Martial N/A Reliable Weapon ACTION RANGE Standard Close Burst [1] RESULT	Str vs AC 9 PREREQUISITE/REQUIREMENT Fighter TARGET Each enemy in burst strikes aimed at their legs.	POWER NAME Boundless Endurance vs Power Source Damage Type Effect Type Accessories Prerequisite/Requirement Martial N/A Healing N/A Fighter ACTION RANGE TARGET Minor Personal RESULT
Martial N/A Reliable Weapon Action Range Standard Close Burst [1] RESULT	Fighter TARGET Each enemy in burst strikes aimed at their legs.	Martial N/A Healing N/A Fighter Action Range Target Minor Personal RESULT
You sting and hinder nearby foes with a savage flurry of		You shake off the worst of your wounds.
3[W] + Str modifier damage and the target is slowed (sav PHB 80	ATTACK DEFENSE LEVEL	You gain regeneration 2 + Con modifier when you are bloodied. PHB 78 ATTACK DEFENSE L
POWER NAME POWER SOURCE DAMAGE TYPE EFFECT TYPE ACCESSORIES	PREREQUISITE/REQUIREMENT	POWER NAME Power Source Damage Type Effect Type Accessories Prerequisite/Requirement
N/A N/A N/A ACTION RANGE Standard Melee Weapon RESULT	TARGET	N/A N/A N/A N/A ACTION RANGE TARGET Standard Melee Weapon RESULT
Power Name	ATTACK DEFENSE LEVEL	POWER NAME ATTACK DEFENSE L
POWER SOURCE DAMAGE TYPE EFFECT TYPE ACCESSORIES N/A N/A N/A N/A ACTION RANGE Standard Melee Weapon RESULT	Prerequisite/Requirement Target	POWER SOURCE DAMAGE TYPE EFFECT TYPE ACCESSORIES PREREQUISITE/REQUIREMENT N/A N/A N/A N/A ACTION RANGE Standard Melee Weapon RESULT
Power Name	ATTACK DEFENSE LEVEL	POWER NAME ATTACK DEFENSE L
POWER SOURCE DAMAGE TYPE EFFECT TYPE ACCESSORIES N/A N/A N/A N/A ACTION RANGE Standard Melee Weapon RESULT	Prerequisite/Requirement Target	POWER SOURCE DAMAGE TYPE EFFECT TYPE ACCESSORIES PREREQUISITE/REQUIREMENT N/A N/A N/A ACTION RANGE TARGET Standard Melee Weapon RESULT